

## **SPECIFICATION**

-- Electronic Version 1.2.8 Stylesheet Version 1.0

## [Word Trivia Board Game using a Points Matrix System]

## **Detailed Description**

- [0001] This invention takes a simple word trivia game into another realm by allowing all participants to score points on the same word question. Another novel feature of this invention is the POINTS-MATRIX, which provides a scoring system where each participant not only can score points on every word question, but points for everybody can vary with each possible outcome as dictated in the matrix. The various outcomes (points) allow participants to devise various stratagems thereby adding greater player involvement and interest. The respondent (participant whose turn it is to answer a word question) can bluff knowledge and the audience (other participants) can strategically agree or disagree based on their own knowledge and possible outcomes (points for or against). The game board displays the POINTS-MATRIX and explanations on the various points for every combination. There are a total of 16 possible scoring combinations, including zero points. They will vary depending on whether:
- [0002] Respondent's answer is correct and some or all agree (with or without consensus).
- [0003] Respondent's answer is correct and some or all disagree (with or without consensus).
- [0004] Respondent's answer is incorrect and some or all agree (with or without consensus)
- [0005] Respondent's answer is incorrect and some of all disagree (with or without consensus).
- [0006] Hence, there are 4 possible outcomes (combination points) for the respondent and file://C:\Program%20Files\USPTO\ePAVE\efiling\MyPatentSubmission\new%20Glib%20... 3/27/2004

4 possible outcomes (combination points) for each of the other participants who either agree or disagree when the answer is correct. Likewise, there are 4 possible outcomes (combination points) for the respondent and 4 possible outcomes (combination points) for the other participants when the answer is incorrect.

The basic game is played with a minimum of 4 players, couples, or teams ("PCT") and a maximum of 6 PCT. Playing as an individual, couple, or team depends on the total number of participants in the game. Each player is assigned a colored chip that corresponds to color-coded score cards and scoreboard. The chips are also used for declaring agreement or disagreement with the respondent's answer by placing the chip in either the green (agree) or yellow (disagree) bowls. Each PCT may have their own score cards but only one score board, which determines the overall winner.

[0008] Each PCT gets to answer a word trivia question per round and totals of each round is tallied in the score board. Winner is declared after 6 rounds.

[0009] Each word trivia question is in the form of an esoteric word, which refers to either a PERSON, LOCATION, THING, or CONCEPT. The word question and multiple choices can be found in the deck of cards and the correct choice is found in the Book of Choices where it is referenced. There is also a brief explanation on the correct choice to give the game an educational value. The respondent declares the word question and chooses an answer. The audience jointly or severally decides to agree or disagree with the choice and places their colored chip on the appropriate bowl. Points are awarded to the respondent and each audience based on the points-matrix.

[0010] In lieu of the deck of cards with the word questions and multiple choices, plus the Book of Choices that provide the correct choice and explanation, the game can also be developed using a DVD media format where the questions, answers, and explanations are displayed on TV using text, graphics, and streaming video. The game can also be adapted in a personal computer software format.

[0011] Figure 1 is a view of the equipments needed to play the game as described.

[0012] Figure 2a is a view of the left side of the game board that displays the point-matrix, which provides the scores of the participants if the answer or choice is correct.

- [0013] Figure 2b is a view of the right side of the game board that displays the point-matrix, which provides the scores of the participants if the answer or choice is incorrect.
- [0014] Exhibit A is the designation and explanation of the various points for the participants if the answer or choice is correct. This text is displayed on the left side of the game board, adjacent to Figure 2a.
- [0015] Exhibit B is the designation and explanation of the various points for the participants if the answer or choice is incorrect. This text is displayed on the right side of the game board, adjacent to Figure 2b.